

STUDY GUIDE FOR 7th GRADE
"A CHRISTMAS CAROL" COMMON ASSESSMENT

I. PROTAGONIST

- A. SCROOGE is the protagonist.
- B. I know this person is the protagonist because HE IS THE MAIN CHARACTER, IS IN EVERY SCENE; EVERY OTHER CHARACTER AND EVENT IS DIRECTLY LINKED OR RELATED TO HIM.

II. CHARACTERS

- A. MARLEY was Scrooge's business partner.
- He came to Scrooge to give him a chance to CHANGE HIS GREEDY, SELFISH WAYS
 - He did this because IT'S PART OF MARLEY'S PUNISHMENT IN DEATH TO WARN OTHERS OF THEIR FATE, IF THEY DO NOT CHANGE BEFORE IT'S TOO LATE (BEFORE THEIR DEATH).
- B. Scrooge's clerk was a man named BOB CRATCHIT.
- He had a son named Tiny Tim who was CRIPPLED.
- C. FRED was Scrooge's nephew.
- He went to the counting house to invite Scrooge to CHRISTMAS DINNER W/HIS FAMILY.
- D. The first ghost was THE GHOST OF CHRISTMAS PAST.
- His purpose was to show Scrooge THE MISTAKES AND CHOICES HE MADE IN HIS PAST THAT LED HIM TO BE HOW/WHERE HE IS TODAY.
 - First, they went to THE SCHOOL HOUSE and Scrooge learned that he was LONELY (HAD NO FRIENDS) AND NEGLECTED BY HIS FATHER, BUT LOVED BY HIS SISTER, FAN.
 - Next, they went to FEZZIWIG'S BUSINESS and Scrooge learned that he once LOVED CHRISTMAS AND WANTED TO BECOME A BOSS LIKE FEZZIWIG.
 - Lastly, they went to A MOMENT IN TIME WHEN SCROOGE WAS TALKING WITH HIS FIANCE and Scrooge learned that he lost LOVE because he loved WEALTH (money) more than her.
- E. The second ghost was GHOST OF CHRISTMAS PRESENT.
- His purpose was to show Scrooge HOW THE PEOPLE IN HIS LIFE ARE EFFECTED BY HIM NOW.
 - First, they went to CRATCHIT'S HOME and Scrooge saw them toast him as the "FOUNDER OF THE FEAST."
 - Next, they went to HIS NEPHEW FRED'S HOME and Scrooge saw them making FUN of him. However, they also PITIED/ TOASTED him.
 - Lastly, under the ghost's skirt were two children: IGNORANCE and WANT who represented two qualities that could ruin a person's life.
- F. The third ghost was GHOST OF CHRISTMAS FUTURE.
- His purpose was to show Scrooge WHAT HIS AND OTHERS' FUTURES HOLD, IF SCROOGE DOESN'T CHANGE.
 - They saw the tombstone of TINY TIM.

- c. Finally, Scrooge learned that if he didn't CHANGE, he would LIE IN THE LAST TOMBSTONE THEY SAW, WITH NO ONE TO MOURN OVER HIM.

III. THEME

- A. The main theme of the story is PEOPLE ARE NEVER TOO OLD TO CHANGE.
- B. Three other possible themes are:
- a. BE THE CHANGE YOU WISH TO SEE IN THE WORLD (and the GOLDEN RULE)
 - b. VALUE PEOPLE MORE THAN ITEMS.
 - c. LEARN FROM YOUR PAST.

IV. CONFLICT

- A. Character vs. CHARACTER
- a. One example is FRED'S WIFE DOESN'T LIKE SCROOGE.
- B. Character vs. SELF
- a. One example is SCROOGE VS. HIMSELF AND THE STRUGGLE TO CHANGE
- C. Character vs. SOCIETY
- a. One example is SCROOGE AGAINST THE POOR.
- D. Character vs. NATURE
- a. One example is (NONE?).

V. PLOT MODEL

- A. WHEN MARLEY TALKS TO THE AUDIENCE & EXPLAINS HE'S DEAD AND THAT SCROOGE IS A CHEAP MISER is the first event in the **INTRODUCTION**.
- B. The **COMPLICATING INCIDENT** is when MARLEY REVEALS HIMSELF TO SCROOGE & EXPLAINS SCROOGE MUST CHANGE OR HE WILL HAVE THE SAME PUNISHMENT AS MARLEY.
- C. WHEN THE GHOST OF CHRISTMAS PAST ARRIVES is the first event in the **RISING ACTION**.
- D. The last event in the **RISING ACTION** is WHEN THE GHOST OF CHRISTMAS FUTURE ARRIVES.
- E. The **CLIMAX** of the story is SCROOGE SEES HIS TOMBSTONE AND THE FULL EXTENT OF HE NEED TO CHANGE REALLY, FINALLY, "HITS" HIM
- F. SCROOGE WAKES UP "MERRILY", SENDS A TURKEY TO THE CRATCHIT'S, VISITS FRED AND DONATES TO THE POOR is the first event in the **FALLING ACTION**.
- G. The **CONCLUSION** of the story occurs when SCROOGE GIVES CRATCHIT A RAISE AND, IN TURN, SECURES TINY TIM'S FUTURE (ALIVE!).

VI. INFERENCE

- A. An inference is MAKING A CONCLUSION ABOUT SOMETHING YOU DON'T KNOW/HAVE, USING EVIDENCE AND REASONING WITH INFORMATION YOU DO HAVE.

- B. One example of an inference made by the reader in this story is WHEN WE CONCLUDE THAT THE ITEM CRATCHIT PLACED IN THE THIN/PORTLY MAN'S HAND WAS MONEY.

VII. EXPOSITION (stage directions) PURPOSES

- A. SETS THE MOOD (SCARY, CURIOUS)
- B. ESTABLISHES THE SETTING (LOCATION & TIME)
- C. ESTABLISHES LOCATION OF CHARACTERS ON STAGE *(tells actors where to stand/move)*
- D. DESCRIBES THE APPEARANCE OF THE CHARACTERS *(tells actors how to dress)*